DARWIN'S JOURNEY

PLAYER AID

SPECIAL ACTION TILES

1. Deliver one of your Specimens that has previously been delivered to the Museum.
2. Advance your Evolution marker 3 times forward.
3. Spend 1 Temporary Knowledge token to gain 7 Coins or 7 points.
4. Gain 1 Temporary Knowledge token and 3 Coins.
5. Place an unused Explorer at the start of an Island track you aren't on already.
6. Perform all actions associated with a locked location.
7. Place a Special Wax Seal (purple) on the left-most open spot for a Worker. Pay no Coins.
8. Perform an Unlock Lens Location action without spending Coins.
9. Research any Specimen that you don't already have.
10. Perform a value 2 Exploration and value 2 Navigation in either order.
11. Place your top Tent onto any open Campsite, pay any costs, and gain rewards.
12. Gain an Objective, then immediately fulfill any of your Objectives without meeting the requirements.

BEAGLE GOALS

1. Score 4 points for each of your Yellow Wax Seals.
2. Score 4 points for each of your Red Wax Seals.
3. Score 4 points for each of your Green Wax Seals.
4. Score 4 points for each of your Blue Wax Seals.
5. Score 6 points for each of your Reptile Specimens.
6. Score 6 points for each of your Plant Specimens.
7. Score 6 points for each of your Bird Specimens.
8. Score 6 points for each of your Fossil Specimens.
9. Score 8 points for each of your empty Stamp stacks.
10. Score 5 points for each location you have unlocked.
11. Score 3 points for each of your achieved Objectives.
12. Score 4 points for each of your Tents on Campsites.

CORRESPONDENCE TILES

1. **1st:** Gain 1 Temporary Knowledge token and 2 Coins. | **2nd:** Gain 2 Coins.
2. **1st:** Gain 4 Coins. | **2nd:** Gain 2 Coins.
3. **1st:** Advance your Evolution marker twice. | **2nd:** Advance your Evolution marker once.
4. **1st:** Perform a value 2 Exploration action. | **2nd:** Perform a value 1 Exploration action.
5. **1st:** Perform a value 2 Navigation action. | **2nd:** Perform a value 1 Navigation action.
6. **1st:** Perform an Academy action, pay 2 less Coins. | **2nd:** Perform an Academy action.
7. **1st:** Gain 4 victory points. | **2nd:** Gain 2 victory points.
8. **1st:** Perform a value 1 Exploration **and** Navigation action in either order.
   2nd: Perform a value 1 Exploration action **or** Navigation action.

CREW CARDS

1. Gain 8 Coins.
2. Perform value 2 Exploration actions up to twice.
3. Advance your Evolution marker 5 steps.
4. Place an unused Explorer at the start of an Island track you aren't on already.
5. Perform an Unlock Lens Location action without spending Coins.
6. Place up to 4 Stamps onto any combination of Envelopes.
7. Perform the actions listed on any player's unachieved crew card.
8. Move your Ship to the same location as the HMS Beagle.
9. Perform all actions associated with a locked location.
10. Place your next unused Tent onto any open Campsite. Pay indicated costs and gain rewards.
11. Place a Special Wax Seal (purple) on the left-most empty Seal spot for a Worker. Pay no Coins.
12. Research any Specimen that you don't already have.
13. Gain 2 Temporary Knowledge tokens and 3 victory points.
14. Gain 8 victory points.
15. Gain an Objective, then fulfill any Objective without having to meet the indicated requirements.
16. Advance your Evolution marker 2 steps, gain 1 Temporary Knowledge token, and gain 3 Coins.

GAME ACTIONS

Reserve Turn Order.

Unlock Lens Location.

Gain Objective.

Navigation.

Exploration.

Academy.

Correspondence.

Deliver Specimen.

Research Museum Specimen.

Establish Campsite.

Theory of Evolution Track Advancement.

Gain victory points.

Gain Coins.

Gain Temporary Knowledge token.

GAME DISTINCTIONS

This Exploration action may move one space farther.

This Navigation action may move one space farther.

Place an additional Stamp with this Correspondence action.

Perform an additional Academy action.

Gain 2 coins.

Gain rewards from one location the Explorer or Ship moves through.

Stamps may be placed onto multiple Envelopes.

Reduce each Academy action's cost by 1 Coin.

Gain 3 victory points.

OBJECTIVE ACTIONS

Each lagging penalty costs no more than 2 victory points.

Reduce placement penalty by one.

Place 1 Special Wax Seal (purple) at no cost.

Gain victory points at the end of the game.

During final scoring, you add 1 book to your Theory of Evolution track multiplier.

Research any Specimen on the same track as your Explorer.

Do not pay scroll costs at the Academy.

Gain placed Tent rewards again.

Unlock the 5th worker.

MAIN BOARD

Golden banner, points gained by 1st to cross.

Silver banner, places a new Explorer on the indicated Island track.

1st player to reach this location.

All players.

MODIFIER ICONS

Represents a total discount for that particular action.

You won't pay any Coins to perform all steps of that particular action.

Indicates the number of times the associated action may be performed on this turn.

Perform the indicated previously played action once again.

The associated effect is applied for the rest of the game.

This action is gained once the game is over, during final scoring.

Immediately perform this action or apply the bonus.

Collect the corresponding reward based on one of the islands containing an Explorer of your color.

OBJECTIVES

Possess Wax Seals of the indicated color and number.

Possess Specimens of the indicated type and number.

Possess Specimens in the indicated shape and number.

Possess at least 8 Coins.

Evolution marker at or past the indicated track step number.

Have the indicated number of Tents placed on Campsites.

Your Ship must meet or exceed the HMS Beagle's position.

Possess the indicated number of temporary knowledge tokens.

Have at least the indicated number of victory points on the main board track.

Empty at least the indicated number of Stamp stacks on your personal board.

You must have placed the indicated number of Personal Lens tokens onto the main board.